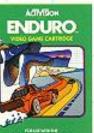


You're about to lift off from Cape Canaveral and land at Edwards Air Force Base, begin the most rigorous event in sports history, ride criss-crossed beams of light into a new dimension, battle relentlessly down the River Of No Return, defend the planet Terra from the most massive spacefortress ever to rule the universe, wage off-the-wall warfare with creepy crawlers, corn gobblers and the masked Mad Bomber! Not to mention encountering military tanks that have run amok and are overtaking the populace. brushing off Mr. Tooth Decay and enduring the road race of the century.

And that's just the beginning. Our designers are creating game experiences to further develop your imagination, endurance, courage, dexterity, and sense of humor. Because at Activision, we want to challenge your every move.



esigned by arry Miller valiable Now!



Enduro™ is ready to take you on. This high-powered cross-country race winds like a bad mountain road. Your adometer registers mile after mile of changing weather conditions, shifting goars and squealing brakes-you're passing, always passing. Be careful out there. Complete as many of the 99 days as you can. Endure!" Can you endure?

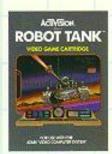


Designed by Dan Kitchen **Available Now!**

ACINISION.



insidious insects are on holiday from the city's gutters and are swarming up the walls to Potsy's apartment. You've got to help our friend pelt these pests with freshly ported plants. These bugs are sty -they're evil! And they're determined to bring hours and hours of hair-raising fun to game players of all ages. Drop everything and get Crackpols** today!



Designed by Alan Miller Available Now!



The year is 2019 and the most advanced military defense system has run amok and is on the rampage. You must command your Robat Tank™ from a remote control station, in the midst of changing weather conditions and the dangerous reality of fighting at night. But with the aid of your radar scan, tanks and weaponry. there still may be hope.



Designed by Steve Cartwright Coming Soon!



It's 45° and Frostbite™ 8-b-balley. arctic architect, is b-b-busy building an igloo b-b-before the temperature hits zero. Alone, he jumps on ice f-f-floes, collecting s-s-slobs of ice while evoding Snow Geese, Alaskan K-k-kina crabs and e-c-clever clams. Not to mention a polar grizzly beat. w-w-wating to chase him away. Can Frostbite™ finish his igloo or will be turn into b-b-blue ice?



esigned by leve Kitchen coming Soon!



Blast att! Check the flight pattern and fuel gauge, and begin orbiting the planet in search of the satellite you've been sent to dock with and re-fuel. RENDEZVOUS flashes as you make final contact. Docking completed, prepare to land at Edwards Air Force Base. You're home! Begin flight training with Space Shuttle-A Journey Into Space " this Fall.



Designed by Steve Cartwright Available Now!



Better grab your trusty toothpaste tube and brush off those cheesy burgers, fickle fries, doughnuts that fount and glaze your eyes. Look out! You've got to shoot straight or your teeth yellow. decay and disappear. Be true to your teeth or they'll be false to you-and have a great time while you're at it with Plaque Atlack!"



Designed by David Crane **Available Now!**



Go for the gold! The crena is overflowing and the arowd is humming in anticipation. You take a deep breath and long jump with speed and perfect timing. You keep excelling all the way to the 10th event, then start out with a steady page and spring headstrong to the finish. You made it! In the tradition of the Olympics, you and The Activision Decathlon are one of a kind.

ur Vision For Intellivision*

The extraordinary playability, originality, sound effects and graphics of Activision are here for Intellivision.* There's Pitfall!,™ our smash jungle adventure game, Stampede,™ a classic western roundup, Happy Tralls,™ a "locate the loot" game puzzle, and a massive spacefortress designed to rock the universe in The Dreadnaught Factor.™

Now, we're introducing three fantastic new titles for the Intellivision system. Battle by water with River Raid,™ blast through space with Beamrider,™ and save the crops with Worm Whomper.™

All great fun. All exciting. All by Activision.



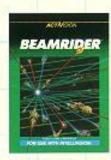
Designed by Tom Loughry Available Now!



Designed by Carol Shaw Available Now!



Dog nob it That mangy critter Black Bart's robbed the stagecoach from Culver City and all heak's broke loose. Just when you're in hat pursuit, the trail you're ridin' on deadends into the side of the carryon. You've got to figger out another route by moving the puzzle parts to create a new trail, faster than you agn say Happy Trails," pardner.



Designed by Dave Rolle Available Now!



It's the most terrifying space siege ever to rock the universal the dreadnought's approach is avesome to the eye – 10,000 limes the weight of your tirry hyperlighter, 100 times its size. Your mission is to stop it before it enters your stargate and destroys the planet Tarra. And, it you succeed, 100 other dreadnoughts loom on the horizon. Strategy now. Courage forever with the Dreadnought Factor?*



Designed by Tom Loughry Available Now!



Welcome to Feton Pinkerton's farm where corn grows high at harvesting time. But, wait! Wave after wave of horrible corn haskers are stithering, stiding, bazing toward your part crops. The corn must be saved! The worms must be whompad! Run to the shed, grab your B-U-G pesticide and spray, Spray, SPRAY! Worm Whompat!" Watch what crops up!



An impenetrable shield of light, 99 sectors deep, is encompassing the planet. You, alone, must cruise from beam to beam, casting kirials of loser botts into white squeers, ted zig bambs, yellow chirpers and more! The quest to penetrate the shield and restore space explaration to the planet. You have the skill You have the daring! You are Beamrides!**



Designed by Carol Shaw, adapted by Peter Kaminski Coming Soon!



The enemy has positioned a series of bridges across the river to ensure a supply line. Your orders are to destroy those bridges, and demolish chappens, tankers, and jets that partial along the waterway. As you advance, the conyon narrows and the enemy gets smarter. Stay alort, the enemy never sleeps. And any mistake you nighe could be your very last. Biver Raid, "Can you make #?"

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